

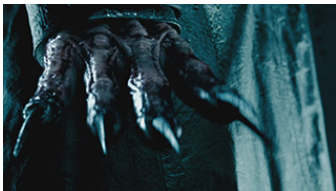
John R. Hazzard
2014 Reel Breakdown

Underworld: Evolution



Wings and Talons

Match-moved wing rig to Marcus character's back. Keyframe animation on wings/talons.



Hand transformation

Animated CG monster hand transformation and hand-off to actors real hand



Kraven decapitation

Created simple rig for the jaw and tongue. Animated head/brain fragments and jaw/tongue rig.

Pirates of the Caribbean: At World's End



Tia Dalma ropes

Matchmove holdout geo for Tia Dalma character, Ran rough simulation for base rope movement. Cleanup & secondary animation done by hand

Primeval



Crocodile Throw

Match-moved holdout geo for human. Animated crocodile.

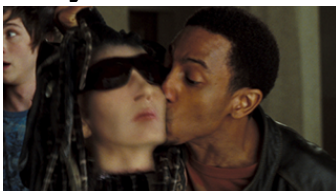
Paranoid Polaroid



May 2014 11 Second Club competition entry.

Animated, lit and rendered scene. 'Morpheus' character rig created by Josh Burtno. Audio clip taken from *To Play the King*

Percy Jackson and the Olympians: The Lightning Thief



Crocodile Throw

Match-moved holdout geo for human. Animated crocodile.